

Step by step guidance to complete the Escape Room Experience

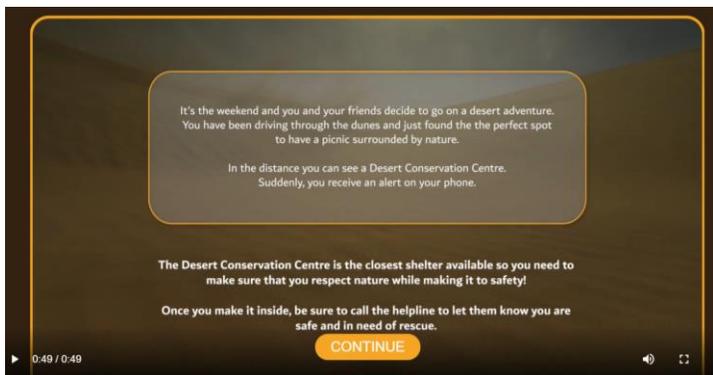
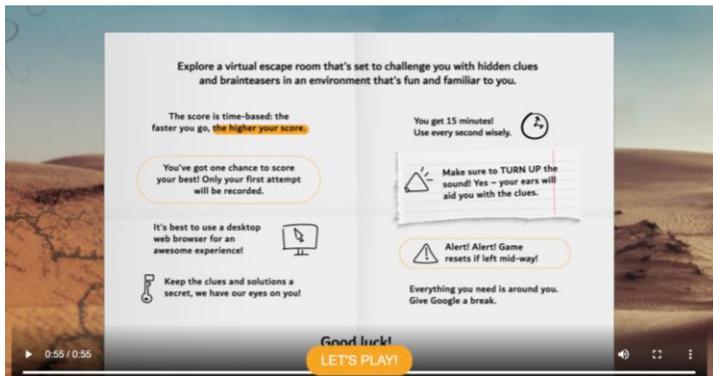
Reminder: after completing each task, wait a few seconds for the page to load and the next page to appear.

Section 1: Registration and Tutorial

1. After registering your details, click on Tutorial



2. After the tutorial video, click on “let’s play” then “start”, then “continue”



Section 2: In front of the Conservation Centre door.



General guidelines for this section:

The escape room is based on three simple rules to keep in mind when you are in Nature.....

1. Clear trash.
2. Switch off loud music that disturbs wildlife.
3. Switch off direct lights harmful to wildlife.

There are bumper stickers placed on the car that reiterate these points and serve as hints.

Participants can also get a glimpse of these hints through the glass in the Desert Conservation Center itself.

Challenge 1: Clean up Plastic litter and other waste

Situation: As soon as the participants reach this page, they will find the desert spot filled with trash.

Task: Collect all litter and throw it into the relevant trash bin according to waste that can be recycled, composted or none of both.

Outcome: A hidden compartment will reveal a car key.

Learning: Always keep the environment clean and only leave your footprints behind.

Hint: ask the participants to click on the trash on the sand, this screen will appear:



The participant has to drag each item to the correct trash bin according to the type of waste.

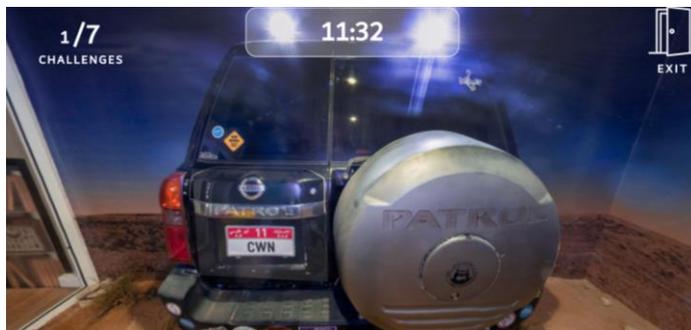
Note: Throughout the game, click on different spots on the screen to reveal important conservation information and explain it to the students.

Click on:

- Eggs
- Feathers
- Desert plant
- Stickers on the car bumper



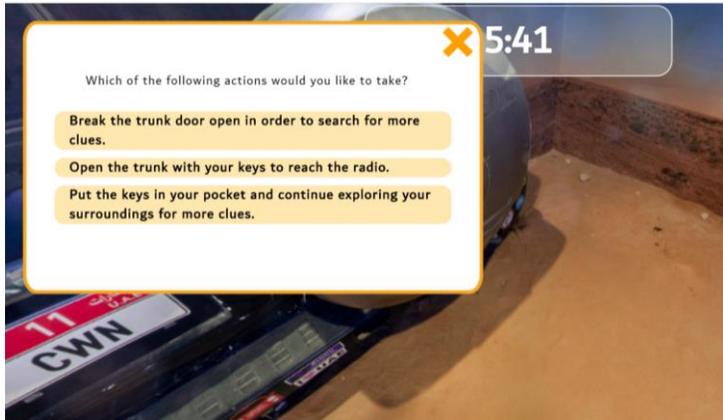
Next screen:



Drag the screen down, you will find the car keys.



Click on the keys and click on the right answer from the list.



Challenge 2: Silence- Switch off loud music

Situation: There is loud, disturbing music playing through the car's speaker.

Task: Unlock the boot of the car and switch off the radio.

Outcome:

- Music is switched off to reveal sounds of birds.
- Another compartment in the boot is unlocked.

Learning: When in nature, keep any noise to a minimum.



Challenge 3: Darkness -Switch of bright lights

Situation: Bright lights are on at the back of the car.

The unlocked compartment reveals a light switch to turn off the lights.

Task: Switch off the bright lights.

Outcome: Switching off the lights gives the participants a black light torch.

Learning: When in nature, switch off bright lights to avoid harming and disturbing wildlife.

Hint: Click on the light in the wooden box and turn it off.



Section 3: Inside the Desert Conservation Centre

Challenge 4: Unlock the Desert Conservation Centre

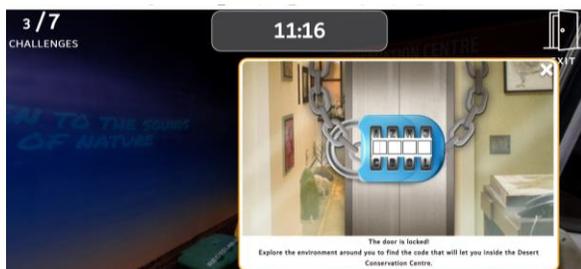
Situation: The Desert Conservation Centre is locked with a word lock that participants need to decode.

Task: Listen carefully to the sounds to find the code.

Pay attention to the bird twitter and sounds.

Outcome: The Desert Conservation Centre is unlocked with the word “**bird**”

Learning: Pay attention to your surroundings in nature.



Once you are inside the room:

Click on the sticky notes board, to read some information.

Then, click on the camera trap placed on the table.

Then, click on the map placed on the table.

Challenge 5: Houbara Migration Pattern

Situation: A map is missing and you need to find it

Task: Find the 6 missing map pieces around the center and place them in the right order to reveal the Houbara’s migration pattern

Learning: The migration pattern of the Houbara.



Hint: This screen will appear, close it, and start looking for the 6 puzzle piece around the center.



Every time you find a piece, click on it, and chose “collect the piece of the migration map”



Hint: There are 6 puzzle pieces around the room:

- *On the butterfly's frame.*
- *On the chair*
- *On the left down corner of the map placed on the table*
- *Flying in the corridor*
- *On top of the big plant that is next to the water cooler.*
- *On the smaller Dinosaur box- on the shelf that is on the right side of the AC*

Then, click on the map placed on the table again, this screen will appear, drag the map pieces to the right place.



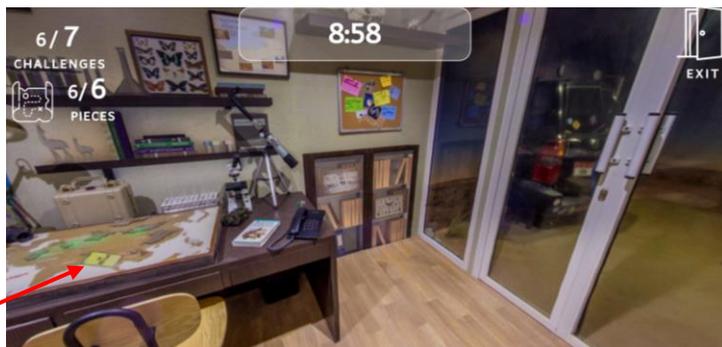
Challenge 6: Make the Call

Situation: A phone is placed on the desk and a post-it note contains the “Connect with Nature” helpline number.

Task: Use the phone and dial the number.

Outcome: Once the correct number is dialed, the ‘operator’ will confirm that the help is on the way.

Hint: click on the yellow note placed on the table:





Then, click on the phone, dial the mentioned number, click on call.

You will need to select the 3 numbers where you see letters C, W and N below.

End